



## Definitely Final Dungeon

by Arya Akhavan (January 2016)

Angles for R.I. = 1.540

59 + 6 girdles = 65 facets

2-fold, mirror-image symmetry

96 index

L/W = 1.668 T/W = 1.102 U/W = 0.661

P/W = 0.771 C/W = 0.145

Vol./W<sup>3</sup> = 0.602

### PAVILION

P1	43.00°	02-04-08-10-14-16-20-22-26-28-32-34-38-40-44-46-50-52-56-58-62-64-68-70-74-76-80-82-86-88-92-94	Cut to centerpoint.
G1	90.00°	12-36-60-84	Set stone length.
G2	90.00°	24-72	Meet P1, G1
P2	75.00°	12-36-60-84	Level girdle.
P3	77.20°	24-72	Level girdle.

### CROWN

C1	45.00°	12-36-60-84	Set girdle width.
C2	45.00°	24-72	Level girdle.
C3	39.42°	23-25-71-73	Meet G1, G2, C1, C2
C4	35.64°	13-35-61-83	Meet G1, G2, C1, C2, C3
C5	33.00°	24-72	Meet C2, C3
C6	24.20°	12-36-60-84	Meet C1, C4; C3, C4, C5
T	0.00°	Table	Meet C3, C4, C5, C6

This design is a total rework of the previous iteration, which itself was a substantially more complicated version of "Hidden Treasure". This way, there are two totally different options - a keeled design that lightens colors, and a barion version that deepens colors. The crown is a bit silly, but it dramatically increases the performance under those facets. Works in materials from quartz to CZ (RI = 1.54 - 2.16), and gets good/weird in high RIs.

C:\Users\ARYADE~1\Pictures\Gems\DESIGN~1\WORKSI~1\Tests\REPLAC~1.GEM